MANIPAL INSTITUTE OF TECHNOLOGY
MANIPAL
A Constituent Institution of Manipal University

VII SEMESTER B.TECH. (PRINT AND MEDIA TECHNOLOGY)

END SEMESTER MAKE-UP EXAMINATIONS, DEC/JAN 2016-17

SUBJECT: ANIMATION TECHNOLOGY [CSE 459]

REVISED CREDIT SYSTEM
(30/12/2016)

Time: 3 Hours   MAX. MARKS: 50

Instructions to Candidates:

❖ Answer **ANY FIVE FULL** questions.

❖ Missing data may be suitable assumed.

1A. Explain the types of image resolution.

1B. Explain the following principles of animation.

    a. Squash and stretch

    b. b. Straight ahead action and pose to pose

    c. Follow through and overlapping

1C. Explain the following modifier used in 3-D modelling.

    a. Mirror   b. Subdivision

    c. Skin   d. Boolean

[03 + 03 + 04]

2A. Explain the 3 point lighting technique.

2B. Explain the following concepts with respect to the digital computer animation studio.

    a. Personnel   b. Software   c. Processing power

2C. Explain the following image manipulation techniques.

    a. Parameter curve   b. Histogram

[03 + 03 + 04]

3A. Explain the colour models used in 3-D animation rendering.

3B. Explain the following visual effects techniques.

    a. Rotoscoping   b. 3-D morphing

    c. Blue and green screen   d. Computer generated particles

3C. Explain the types of interpolation techniques.

[04 + 04 + 02]

4A. Explain the following medias used for animation.

    a. Stop motion animation   b. Clay animation   c. Cut out animation

4B. Explain the following additional principles of animation.

    a. Limited animation   b. Cinematography and editing

    c. Facial animation   d. Visual styling

4C. Explain the types of storyboard.

[03 + 04 + 03]

5A. Explain the procedure of creating a rigid body in 3-D animation.

5B. Explain the geometric primitives used in 3-D modelling.

    a. Cube   b. Torus   c. Ico-sphere   d. Monkey

5C. Explain the following computer animation language.

    a. Keyframe system   b. Parameterized system   c. Scripting system

[03 + 04 + 03]

6A. Explain the following image file formats.

    a. TIFF   b. JPEG   c. EPS   d. GIF

6B. Explain the types of geometric transformations.

6C. Explain the types of camera movements.

[04 + 04 + 02]